
Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Wed, 22 Jan 2003 11:15:00 GMT
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I'm trying to make a big hole in the ground but the dude who made the terrain only had about 10 vertex things in the whole plane so its kinda hard. How do i get a plane and mould it into a hole shape i want then attach it to the hole in the ground without having to try and change each vertex? Does welding do it? Or can i use align on vertex? Anybody know what to do? i wanna attach 2 planes together [January 22, 2003, 11:16: Message edited by: SOSToasty]

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:19:00 GMT
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The esyest way to cut a hole is Copound.To atach to things convert them to editable mesh and klick on, 'attach' (and klick on the object you wanna link it to.) Both object then became one.

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Wed, 22 Jan 2003 13:49:00 GMT
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welding should work, attach the objects, then convert it to an editable poly, then go down to weld, click target, click on one vertex, then the one you want to weld it to.

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Wed, 22 Jan 2003 15:28:00 GMT
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quote:Originally posted by SOSToasty:I'm trying to make a big hole in the ground but the dude who made the terrain only had about 10 vertex things in the whole plane so its kinda hard. How do i get a plane and mould it into a hole shape i want then attach it to the hole in the ground without having to try and change each vertex? Does welding do it? Or can i use align on vertex? Anybody know what to do? i wanna attach 2 planes together make a circular plane with the same number of verts... then select the original mesh... click the attach button and select the new mesh you made... then turn on 3d snap... (make sure it's set to snap on verticies) then snap each vert to the others. Select all the verts at the hole and weld with a theshhold of about .1 they should all be one mesh now. Does this answer your question?EKearns

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Wed, 22 Jan 2003 15:31:00 GMT
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hmmm...so you got the ground made by someone else, doesn't have many vertices, and has a few faces missing, you want to make a tube or something to fit in there to make a hole without having to mess around joining with the limited number of verts... ?put the tube in the middle of the hole, click on the terrain, go to Compounds, than click on boolean, than go check union, than click the Union A+B button above (whatever the button says...), than click the tube, it will join them together and delete all verts/polygons that were inside the terrain (at least it should)you can also attach them by clicking on the terrain, right click->attach, click on the tube, and they're attached (without deleting anything)

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Wed, 22 Jan 2003 16:19:00 GMT
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quote:Originally posted by Sir Phoenixx:hmmm...so you got the ground made by someone else, doesn't have many vertices, and has a few faces missing, you want to make a tube or something to fit in there to make a hole without having to mess around joining with the limited number of verts... ?put the tube in the middle of the hole, click on the terrain, go to Compounds, than click on boolean, than go check union, than click the Union A+B button above (whatever the button says...), than click the tube, it will join them together and delete all verts/polygons that were inside the terrain (at least it should)you can also attach them by clicking on the terrain, right click->attach, click on the tube, and they're attached (without deleting anything)or just create polys in the hole in sub-face mode

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Fri, 24 Jan 2003 11:16:00 GMT
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thanks guys that all helped loads. But i'm not tryig to fill in holes. Im booleaning the floor plane so that a waterfall falls down a pit/cave thing under the ground level.

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Fri, 24 Jan 2003 11:51:00 GMT
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quote:Originally posted by SOSToasty:thanks guys that all helped loads. But i'm not tryig to fill in holes. Im booleaning the floor plane so that a waterfall falls down a pit/cave thing under the ground level.check the gmax help file - there is a way to join two meshes together seamless.. (example they use is a handle for a cup)when i get home - i will look it up...

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Fri, 24 Jan 2003 14:39:00 GMT
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that's one way - this is a bit better:ConnectSelect an object. > Create panel > Geometry > Compound Objects > Object Type rollout > Connect Tab panels > Compounds tab > Connect Compound Object

Subject: attaching objects to other objects perfectly
Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:53:00 GMT
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yeah, Boolean. Union A+B, connects two meshes together without any seams and deletes all faces that are inside the model (not seen from the out side)
